Argonauts

Hello and welcome to a new Amiga periodical, Argonauts. If what you read sounds interesting, write back and ask to be put on our mailing list. We will send you back some free copies of our prototype issue, vol I issue I.

Argonauts is unlike previous Amiga periodicals. It is aimed at people making or trying to make money in the Amiga market. If you're a consumer you have AmigaWorld and Amazing. If you are a programmer you have Commodore's Amiga Mail ($75 per year) or AC's TECH ($43.95 per year). What you haven't had until now is something aimed at product development and research. You know how to write the code, what you need is something marketable for an idea and an inexpensive forum to introduce it.

Argonauts is aimed at filling that niche. Along with the articles and ideas every subscriber has the opportunity to run one 2" x 3" advertisement or a 60 word classified per year. We also publish first person accounts of product development so if you can write about your experience you can also publicize your efforts that way.

Argonauts is aimed at the entire international Amiga developer group. The first issue is being distributed directly to all Amiga developers registered through CATS. Follow up mailings are covering Commodore subsidiaries in Europe and the Far East.

Given the size of the Amiga market, the total number of subscribers will probably never get much beyond 2,000 to 4,000. This will always be a tightly focused, small but happening place to be. It is an experiment that will evolve as it develops.

Some of the articles coming in future issues include the story behind HotLinks, Matt Dillon on how DICE got started and where it is going, business opportunities from StepStone (inventors of Objective-C), Eric Young inventor of ASF on ASF. We're even working through Apple's East coast development group to get on article on their new language Dylan, which they would like to see spread beyond the Macintosh.

In addition there is the focus on marketable product ideas, columns on research papers and more.

If you're not a commercial developer should you be interested in Argonauts? Yes! Shareware and freeware developers can benefit also. To the extent that those pursuits are a kind of "farm club", Argonauts is a place to raise your personal profile and make your talents widely visible to the group of people you are trying to reach.

What if you're not any of these? Then you're always welcome to subscribe but you'll probably be disappointed. To anyone in the Amiga business already paying $300/ $75 for Commercial/Certified developer status and $200 a year plus in e-mail expenses Argonauts pays for itself if you get just one idea a year. If you're a shareware author, the free publicity pays for the subscription fee.

If your group is mostly enthusiast you might want to get one subscription for the group library. Argonauts will not be available through dealers or newsstands and given its small but focused market I do not expect to see it widely advertised.

With the installed base close to 4 million Amiga's and the new AGA based machines, the Amiga is moving into an exciting period in its development.

European and Far Eastern developers are beginning to move products to the US just as American Amiga software has moved overseas. In the coming years we look forward to being the place to be if you are in the Amiga development business no matter what country your domestic market is in. Come and join us as one of the Argonauts on our voyage of discovery.

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